Abstract

A method and system for providing a computer-simulated environment for displaying a selected mannequin wearing a combination of selected garments. In one

5   aspect, three-dimensional scenes containing mannequin and garment objects are created within a three-dimensional modeling environment, and a simulation is performed using a cloth simulator within the modeling environment to model the construction, draping, and collision of the garment with the mannequin. Rendering frames corresponding to a variety of garments, mannequins, garment dimensions, garment styles, wearing patterns,

10   viewing angles, and other parameters, are then generated from which images can be rendered and displayed in accordance with user requests.

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